

IN THE CLAIMS:

1. (Cancelled)
2. (Cancelled)
3. (Cancelled)
4. (Currently Amended) In a data processing system, a method comprising the steps of:

in an application program, determining control GUI objects and a content object;

determining if a user has set ~~[[a]]~~ general display option flag indicating a preference for either ~~[[a]]~~ conventional screen objects to be displayed comprising a display of the control GUI objects and ~~[[the]]~~ content objects or ~~[[an]]~~ unconventional screen objects to be displayed comprising a display of ~~[[the]]~~ content objects but not ~~any~~ of the control GUI objects; and

determining ~~[[the]]~~ screen objects to include ~~[[the]]~~ content objects but not ~~any~~ of the control GUI objects as a function of ~~[[the]]~~ general display option flag having a setting indicating a user preference for display of ~~[[the]]~~ content objects without ~~any~~ of the control GUI objects.

5. (Original) The method as recited in claim 4, further comprising the step of displaying the screen object on a display device of the data processing system.

6. (Currently Amended) The method as recited in claim 5, further comprising the steps of:

receiving input from the user to set ~~[[the]]~~ general display option flag indicating the preference for ~~[[the]]~~ conventional screen objects to be displayed comprising the display of ~~[[the]]~~ control GUI objects and ~~[[the]]~~ content objects;

determining ~~[[the]]~~ screen objects to include ~~[[the]]~~ content objects and ~~[[the]]~~ control GUI objects as a function of ~~[[the]]~~ general display option flag having a setting indicating the user preference for display of ~~[[the]]~~ content objects with ~~[[the]]~~ control GUI objects; and

displaying ~~[[the]]~~ screen objects on the display device of the data processing system.

7. (Currently Amended) The method as recited in claim 6, wherein if ~~[[the]]~~ general display option flag is set to indicate a preference for ~~[[the]]~~ conventional screen objects then ~~[[the]]~~ control GUI objects are added to ~~[[the]]~~ screen objects and excess content to be covered by ~~[[the]]~~ control GUI objects is saved in an excess content object.

8. (Currently Amended) The method as recited in claim 7, wherein if ~~[[the]]~~ general display option flag is set to indicate a preference for ~~[[the]]~~ unconventional screen objects then ~~[[the]]~~ control GUI objects are eliminated from ~~[[the]]~~ screen objects and ~~[[the]]~~ excess content objects are ~~[[is]]~~ included in ~~[[the]]~~ screen objects.

9. (Currently Amended) A computer program product adaptable for storage on a computer readable means, wherein the computer program product comprises an application program that comprises the program steps of:

determining control GUI objects and ~~[[a]]~~ content objects;

determining if ~~[[a]]~~ general display option flag has been set indicating a preference for either ~~[[a]]~~ conventional screen objects to be displayed comprising a display of the control GUI objects and ~~[[the]]~~ content objects or ~~[[an]]~~ unconventional screen objects to be displayed comprising a display of ~~[[the]]~~ content objects but not ~~any~~ of the control GUI objects; and

determining ~~[[the]]~~ screen objects to include ~~[[the]]~~ content objects but not ~~any~~ of the control GUI objects as a function of ~~[[the]]~~ general display option flag having a setting indicating a user preference for display of ~~[[the]]~~ content objects without ~~any~~ of the control GUI objects.

10. (Currently Amended) The computer program product as recited in claim 9, further comprising the program steps of:

determining that ~~[[the]]~~ general display option flag has been reset to indicate the preference for ~~[[the]]~~ conventional screen objects to be displayed comprising the display of ~~[[the]]~~ control GUI objects and ~~[[the]]~~ content objects; and

determining ~~[[the]]~~ screen objects to include ~~[[the]]~~ content objects and ~~[[the]]~~ control GUI objects as a function of the reset general display option flag having a setting indicating the preference for display of ~~[[the]]~~ content objects with ~~[[the]]~~ control GUI objects.

11. (Currently Amended) The computer program product as recited in claim 10, wherein if ~~[[the]]~~ general display option flag is set to indicate a preference for ~~[[the]]~~ conventional screen objects then ~~[[the]]~~ control GUI objects are added to ~~[[the]]~~ screen objects and excess content to be covered by ~~[[the]]~~ control GUI objects is saved in an excess content object.

12. (Currently Amended) The computer program product as recited in claim 11, wherein if ~~[[the]]~~ general display option flag is set to indicate a preference for ~~[[the]]~~ unconventional screen objects then ~~[[the]]~~ control GUI objects are eliminated from ~~[[the]]~~ screen objects and ~~[[the]]~~ excess content objects are ~~[[is]]~~ included in ~~[[the]]~~ screen objects.

13. (Currently Amended) A data processing system comprising:
a processor;
a display coupled to the processor;
a memory storing an application program further comprising:
a screen object that is then displayed on the display;
a content object;
a control GUI object;
a display option object; and

a screen state changing program for determining whether ~~[[the]]~~ screen objects will include only ~~[[the]]~~ content objects without ~~[[any]]~~ control GUI objects as a function of ~~[[the]]~~ general display option flag, wherein the general display option flag indicates a preference for either conventional screen objects to be displayed comprising a display of the control GUI objects and content objects or unconventional screen objects to be displayed comprising a display of content objects but not control GUI objects.

14. (Currently Amended) The system as recited in claim 13, wherein the screen state changing program will determine ~~[[the]]~~ screen objects to include only ~~[[the]]~~ content objects without any control GUI object when ~~[[the]]~~ general display option flag has been determined to be set for a preference that ~~[[an]]~~ unconventional screens be displayed whereby ~~[[the]]~~ contents ~~[[is]]~~ are displayed and no control GUIs are displayed on the display.

15. (Currently Amended) The system as recited in claim 14, wherein ~~[[the]]~~ general display option flag is settable by input from a user of the data processing program.

16. (Currently Amended) The system as recited in claim 15, wherein when ~~[[the]]~~ general display option flag is reset for a preference that ~~[[a]]~~ conventional screens be displayed on the display whereby ~~[[the]]~~ contents and the control GUIs are displayed, then the screen state changing program will determine that ~~[[the]]~~ screen objects will include ~~[[the]]~~ content objects and ~~[[the]]~~ control GUI objects, ~~any of the control objects~~ displaced by ~~[[the]]~~ control GUI objects will be stored in~~[[to an]]~~ excess content objects.

17. (Currently Amended) The system as recited in claim 16, wherein ~~[[the]]~~ general display option flag is reset for the preference that ~~[[the]]~~ conventional screens be displayed by receipt of a user selection of a hardware button on the system.

18. (Currently Amended) The system as recited in claim 16, wherein ~~[[the]]~~ general display option flag is reset for the preference that ~~[[the]]~~ conventional screens be displayed by receipt of a haptic action on the display by a user with a stylus.

19. (Original) The system as recited in claim 14, wherein the data processing system is a PDA.

20. (Original) The system recited in claim 14, wherein the data processing system is a laptop computer.

21. (Original) The system as recited in claim 14, wherein the data processing system is a desktop computer.

22. (Original) The system as recited in claim 14, wherein the data processing system is a wireless communications device.

23. (Currently Amended) A data processing apparatus comprising:

a processor;

a display coupled to the processor;

a memory storing an application program further comprising:

a content object for displaying content to a user of the apparatus;

control GUI objects for permitting a user to the apparatus to manipulate the content displayed by the content object; and

[[a]] screen object for permitting the user to select whether to display either some or all of the control GUI objects along with ~~[[the]]~~ content objects or none of the control GUI objects with ~~[[the]]~~ content objects, wherein the control GUI objects and content objects are in a plurality of application programs and wherein when none of the control GUI objects are displayed with ~~[[the]]~~ content objects, there are no user-selectable GUI objects displayed on the display that would permit the user to manipulate ~~[[the]]~~ content objects.

24. (Currently Amended) The method as recited in claim 23, wherein ~~[[a]]~~ general display option flag can be set to indicate a user preference for display of ~~[[the]]~~ content objects with no control GUI objects being displayed.

25. (Original) The apparatus as recited in claim 23, further comprising a hardware input in communication with the screen object that permits selection by the user to display the control GUI objects when they have previously not been displayed with the content object.

26. (Original) The apparatus of claim 23, wherein control GUI objects include displayed objects permitting the user access to data or databases.

27. (Currently Amended) A method of using a software application comprising the steps of:

displaying a content object on a display of a data processing system apparatus, the content object displaying content associated with the software application;

displaying one or more control GUI objects on the display concurrently with the displayed content object, the one or more control GUI objects providing an interface to permit a user of the apparatus to manipulate the content;

receiving an input as a result of a hardware selection by the user, wherein the input operates to select an unconventional mode wherein ~~remove all of the one or more control GUI objects~~ are not from being displayed on ~~[[the]]~~ displays concurrently with ~~[[the]]~~ displayed content objects so that there are no control GUI objects being displayed, and so that display pixels that had previously been displaying the one or more control GUI objects now display previously undisplayed content objects to add to the already displayed content objects; and

receiving another input as a result of a hardware selection by the user, wherein the another input operates to select a conventional mode wherein control GUI objects are ~~again displayed the one or more control GUI objects~~ concurrently with ~~[[the]]~~ content objects in a manner so that the previously undisplayed content object is removed from being displayed.